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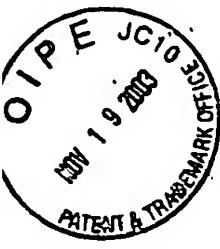


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This is a short description of how the game looks:

- Picture1. This is representation of the initial setup of the game.
- Picture2. This is the point at which hand-to-hand combat begins.
- Picture3. Close-up version of Picture2. It illustrates the moment when weapons reach the enemy and hand-to-hand combat begins.
- Picture4. Another close-up version of picture2.
I did not use a flat surface in the photographs, because they would not come out as clearly. The floor would reflect and blur the images.

This is a short description of the steps of shooting.

- Picture 5. An arrow of the bow laying on the shooting support, as said in the rules, placed upon row shooting.
- Picture 6. The moment before the finger flicks the arrow.
- Picture 7. The position of the hand right after shot.
- Picture 8. An example of how an arrow looks as a result of shooting.
In this case, one of the enemy units is wounded.
- Picture 9. An arrow of the crossbow laying on the shooting support, as said in the rules, placed upon row of shooting.
- Picture10. The moment before the finger flicks the arrow.
- Picture11. The position of the hand right after shooting.
- Picture12. An example of how an arrow looks as a result of shooting.
In this case, no one is killed or wounded.

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